

he Loyalist troops under the command of British Major Patrick Ferguson were marching through the western part of North Carolina skirmishing with and chasing after the small groups of Patriot militiamen who were ambushing the British and fighting "Indian style." In turn, the Overmountain Men were busy tracking down the Loyalists troops of Major Patrick Ferguson who had threatened to "lay waste their country with fire and sword." Each group was hunting for the other, sending out scouts and looking for clues about who was where.

Looking for those Lousy Loyalists

Now you have a chance to see how well you can "read the trail signs," follow directions and bring your band of militia volunteers to the right place.

First, think of a name for your team. Then make a flag for your team from a sheet of notebook paper and attach it to a stick.

You are now ready to scout for Loyalists!

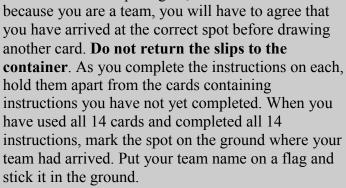
Get your bearings

ow that you have completed Where are we going anyway? you have determined your bearings on the ground. You know which way is north, east, south and west. Go back to the spot where you marked on the ground your line from S to N. Standing at S and facing North, find a landmark off in the far, far distance that lies north of where you are. You may see a mountain top, an electrical transmission tower, a water tank, or some other object that will not move. The farther away the object, the better. You will be using this like early sailors used the North Star to navigate at sea. (If you can't see something far away, you will want to use a hand-held compass to complete this exercise. You will need a constant reference point for north.)

Ready Scouts

ark a spot on the ground from where you and all teams will start your search. Draw one of 14 instructions (cards or slips of paper) from a box

(an envelope, a bucket, or any container will do.) Follow the instructions taking care to keep your bearings with north in mind. Because you are working as a team, all of you will have to agree on the direction before you can move. Everyone should count his or her steps. Again,



After all teams have completed their "scouting exercises," your teacher will help you determine how close you came to being at the right spot.

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Separate these 14 instruction cards and place them in a container from which each team can draw them one at a time. No matter the order these 14 instructions are executed, they will lead the teams of scouts to the same spot relative to the starting point. (See "Are we there yet?" for determining how well the teams did in following directions.	Go east 10 paces E - 10	Go northeast 14 paces NE - 14
Go	Go	Go
northwest 14 paces	north 10 paces	east 10 paces
NW - 14	N - 10	E - 1 O
Go	Go	Go
north 10 paces	west 10 paces	west 10 paces
N - 10	W - 10	W - 10
Go	Go	Go
south 10 paces	west 10 paces	southeast 14 paces
S - 10	W - 10	SE - 14
Go	Go	Go
southwest 14 paces	south 10 paces	north 10 paces
SW - 14	S - 10	N - 1O

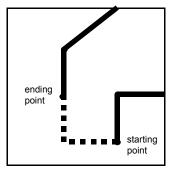


Are We There Yet?

Teachers: This scouting exercise is about following directions and keeping one's bearings and sense of direction.

It's also about working as a team. Have each team talk about the experience of working together. Was there cooperation? Did some team members not want to participate? Did one person want to take charge? Remind them that leadership means there have to be followers. If someone wants to bully his or her way into being in control, the others do not have to go along. If they choose to go along, then they should accept that person's leadership. If they simply argued among themselves, then they would have remained lost in the "wilderness" and the Loyalist would probably have found them first. It was a wise person who said, "Lead, follow or get out of the way."

No matter in what order a team completes all 14 instructions, if correctly followed (and if a "pace" is always the same distance), the instructions will bring the team to a point that is 10 paces north and 10 paces west of the starting point. Looking at it from the



finishing point, the team would have to go 10 paces south and 10 paces east to return to the starting point.

Some of the participants will assume that they are supposed to return to the exact place they started. Some teams upon making this assumption may start to "correct" their position toward the starting place by "angling over" and changing the size of their pace. Let them do as they choose. Each team is responsible for where it ends up.

Life is about making choices. It is common that a person making a decision does not always have all the information he or she would like to have. In those cases, that person has to make some assumptions.

Assumptions are necessary in life. However, making assumptions based on an emotion or a feeling are not

always helpful. If the students believe they are "losing the contest" because they are not ending up at what they think is the right spot, they are making an assumption out of fear. No one has told them where they should end up. Their challenge is simply to follow the instructions and to trust in their own ability to do so reliably and accurately.

Patrick Ferguson made two important assumptions that resulted in his defeat. First, he assumed that the Overmountain Men were uncivilized "backwater men" who would be intimidated by his threat to march his army over the mountains. He was attempting to manage them with fear. Instead, the Overmountain Men were motivated by a desire to protect their homes, families and farms. That desire was stronger than any fear Ferguson could have instilled in them with this threat.

Second, Ferguson assumed that his selection of Little Kings Mountain for his camp assured him protection. With bold arrogance, he declared "I am the king of this mountain and God Almighty cannot drive me from it." Such over-confidence kept him from seeing the real problems he would face in defending that position. A little humility goes a long way.

Assumptions are necessary in life, but they should be made carefully. Talk with the students about assumptions they are making in their lives.

Close Enough?

Because each team will have a different distance as its "pace," you should have each team walk off the north-south and east-west distances by which their ending point differs from the starting point. Then subtract 10 paces south and 10 paces east. The smallest numbers win. For example, if a team walks off 12 paces south and 7 paces east to get back to the starting point, you would subtract 10 paces south and 10 paces east to give them 2 paces south and -3 paces east. That means they ended up 2 paces too far north and 3 paces too far east of their ideal "ending point." If you want a single value to measure accuracy, use the Pythagorean Theorem, but leave the hypotenuse squared. For example, (2)x(2) + (-3)x(-3) = 13.

Give away awards in rank order "closest" to "farthest away": Pathfinder, Eagle-eye, Army Scout, Hunter, Courier, Woodsman, Farmer, Lost-in-the-woods.